

**POWER RANGERS  
ARE RESCUE READY  
ON THE PLAYSTATION® GAME CONSOLE.**



Animated Violence

THQ Inc., 27001 Agoura Rd., Suite 270, Calabasas Hills, CA 91301

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**PlayStation®**



SLUS-01351  
01351



## **WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

## **WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

## **USE OF UNOFFICIAL PRODUCT:**

The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

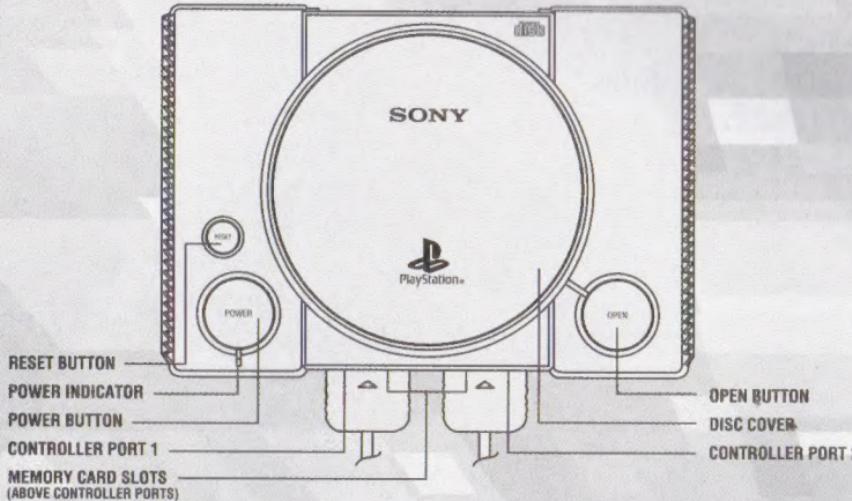
## **HANDLING YOUR PLAYSTATION DISC:**

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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## GETTING STARTED

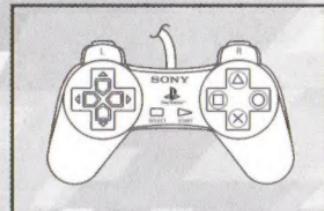
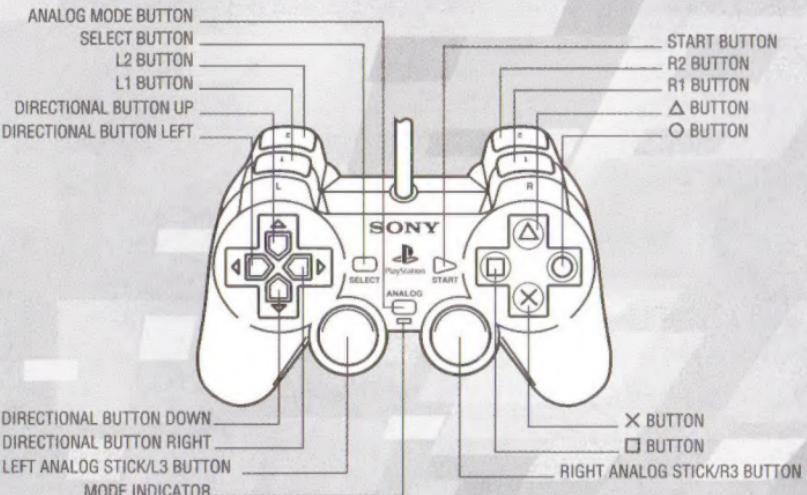


Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Power Rangers: Time Force™ disc and close the disc cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

**MEMORY CARDS:** To save game settings and progress, insert a MEMORY CARD into MEMORY CARD slot 1 of the PlayStation game console before starting play. You can load your saved games from the same card, or from any MEMORY CARD containing previously saved Power Rangers: Time Force games. To read about how to save and load games, turn to **page 12**.

## CONTROLS

### DUALSHOCK™ analog controller



**NOTE:** You may have a controller that looks like this, if so please follow the digital instructions outlined on page 4.

## CONTROLS

### Ranger Controls

	Ranger Controls	Megazord Controls
 buttons	Movement/Run	Movement/Run
 button	Jump	
 button	Punch	Punch
 button	Kick	Kick
 button	Grapple and Throw (Special Move)	
 button	Flying Kick	Flying Kick
L1 button	Special Attack (see pages 9-10)	Character Specific Special Attacks
R1 button	Special Attack (see pages 9-10)	Character Specific Special Attacks
R2 button	Special Attack (see pages 9-10)	

## TIME FORCE TIME TRAVELERS

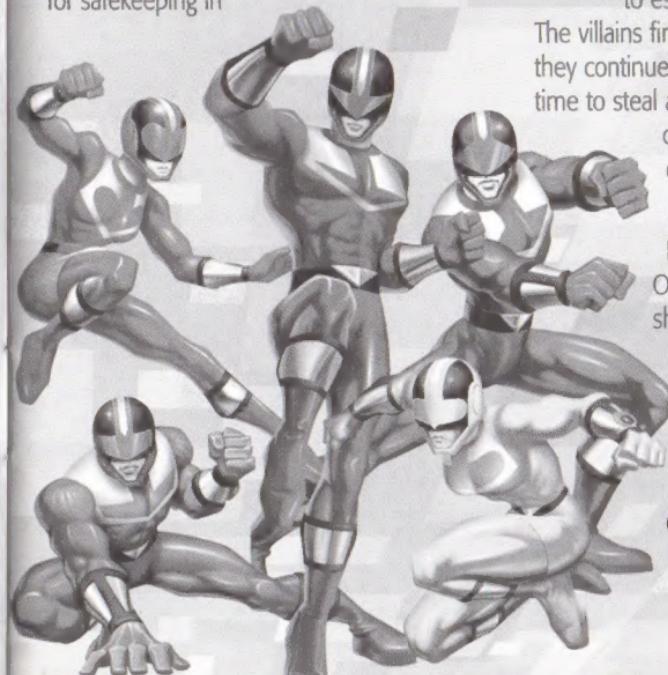
The year is 3000 AD and the evil villain, Ransik, has taken over a prison complex. All of the inmates are monster criminals, who were shrunken and frozen for safekeeping in



sealed Cryo-Canisters. Now, with all of the inmates under his control, Ransik travels with them to the past in a prison ship in order to escape the harsh judicial system. The villains first stop in the year 2001, then they continue traveling even further back in time to steal ancient priceless Artifacts and cause mayhem—hoping to change the course of history.

But the Time Force Power Rangers are not far behind! Ordered to pursue the prison ship and battle the villains, the Rangers fight their way through time to recapture the villains and return them to be punished for their crimes in the 30th century.

**Go Time Force  
Power Rangers!**



## MENU SCREENS



### Choose 1-Player or 2-Player Game:

- **New Game** - Begin a new game of Power Rangers: Time Force.
- **Load** - Load a previously saved game. See SAVING AND LOADING on **page 12** for more information.
- **Configurations** - Customize the game with the following options:
  - **Sound** - Regulate volume of music and sound effects.
  - **Screen** - Adjust game screen to fit television.

- **Controller** - Choose between five controller configurations.
- **Vibration** - Turn vibration ON or OFF.
- **Game Options (2-Player only)**
  - Sound
  - Screen
  - Controller Configurations
  - Round Time
  - Vibration

Note: By pressing the X button, you can select any on-screen option. To go back, press the triangle button.

## PLAYING A GAME

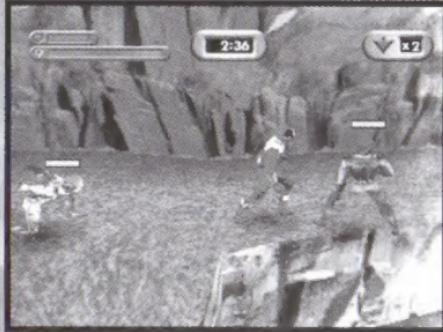
### 1-Player Game

• **Overview** - Begin Level 1 by selecting a Ranger to play the game. As you travel through 7 levels of history, you must defeat Cyclobots and disguised Cyclobots along the path to your ultimate challengers - the criminals that Ransik has unleashed. You must be very careful, because the criminals can mutate to enormous size. To conquer a level, you'll have to defeat the criminal in the Megazord arena.



• **Choosing a Ranger** - Once you've chosen to play a 1-Player game, you will be shown the Ranger Select screen. It is important to choose your Ranger carefully, since each Ranger is equipped with different stats:

- **Attack Power** - How much damage the Ranger can inflict.
- **Defense** - How much damage the Ranger can take.
- **Speed** - How fast the Ranger can move.
- **Martial Skill** - Basic attack skills.



## On-Screen Information

- **Health** - The top bar is the Ranger's Health Bar. When it is full of color, your Ranger is healthy. As the color moves to the left, your Ranger loses health.
- When a Cyclobot is on-screen, its Health Bar appears above its head.
- When fighting a criminal, its Health Bar appears along the bottom edge of the screen.

- **Energy** - The bottom bar shows your Ranger's energy level. Energy is used for special attacks. Stand on an energy pad to refill your energy.
- **Time** - How long it takes you to complete a level. How fast can you do it?
- **Lives** - The upper right corner shows the symbol for your specific Ranger, along with the number of remaining lives.
- **Megazord Arena** - This is where you will face off once the criminal has mutated. If you succeed in defeating him in the Megazord arena, you will be transported to the Training Room.
- **Training Room** - Located in the Clock Tower, this is where you will learn necessary skills and special moves for your next level.

• **The Hub** - After completing your training you will enter the Hub area, where you will find entrances to each of the next levels and Megazord arenas. To enter, simply stand on a teleporter and press the X button. You may not skip a level, but you may go back to a previous level to improve your time or to locate a missed Artifact. In the Hub, you can view your best times and check to see whether or not you have collected an Artifact. [See [page 10](#) for more information on Artifacts.]



• **Cryo-Canisters** - After you have defeated each criminal, a Cryo-Canister will appear. Once in the Hub, you will see the canister in the Refrigerated Storage Unit. You will receive one canister for defeating a mid-level criminal in Ranger mode, and one for defeating the main criminal in Megazord mode.

• **Special Moves** - Rangers can unlock special moves as they progress through the 1-Player game. These moves are taught in the Training Room and will be revealed when they become necessary to the Ranger.

**Level 2 - Ground Thump** - Press the R1 button to perform this move.

**Level 3 - Grapple and Throw** - Press the triangle button when near your opponent. The Ranger will lunge, grab and hoist the opponent overhead. Tap the triangle button, and the Ranger will hold him briefly before throwing him to the ground. Hold down the triangle button, and the

Ranger will hold onto the opponent until the button is released. You may use the directional button to turn in the direction you wish to throw your opponent.

#### Level 4 - Tornado Kick

Press the L1 button to perform this move.

#### Level 5 - Stun Blast

Press the R2 button to perform - Hold for a longer throw.

#### Level 6 - Fire Blast

Press the R2 button to perform - Hold for a longer throw.

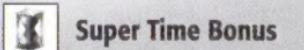
#### Level 7 - Electric Thump

Press the R1 button to perform this move.

#### • Pick-ups



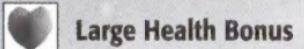
**Small Time Bonus**



**Super Time Bonus**



**Small Health Bonus**



**Large Health Bonus**



**Speed Burst**



**Extra Life**



**Invulnerability**

• **Artifacts** - In addition to the various items that can be picked up throughout the game, there is a secret Artifact located in each level. If you can find and collect all 7 of the Artifacts, you will unlock a super-secret playable character known as the Quantum Ranger. He is very powerful, and will put new fear into the hearts of the criminals!

#### Level 1 - Timepiece

#### Level 2 - Gold Sheriff's Badge

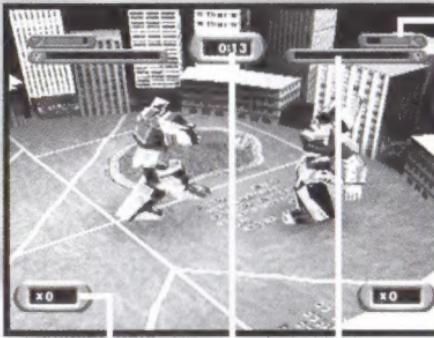
#### Level 3 - The Book of Atlantis

#### Level 4 - A Mosquito Encased in Amber

#### Level 5 - Sword of the Sun

#### Level 6 - Gladiator Helmet

#### Level 7 - DNA Resequencer



#### 2-Player Game

• **Overview** - In the 2-Player game, each player chooses which of the various characters they wish to play. Instead of fighting monsters and criminals within the game, players fight against each other. After choosing their characters, players can choose from among 7 Megazord arenas, in which they will carry out their own unique battle scene.

• **On-Screen Information** - The Health bar is shown during play. Keep your eyes on it. When it is full of color, your player is

#### Health Bar

healthy. As the color moves to the left, your player loses health.

#### • Pick-ups



**Large Yellow Heart**

Refills the health bar to maximum



**Small Red Heart**

Refills the health bar by 50 points



**Small Blue Heart**

Refills health bar by 10 points



**LifeForce Symbol**

Extends the health bar by 25 points



**Large Lightning Flash**

Refills the energy bar to maximum



**Medium Lightning Flash**

Refills the energy bar by 100 points



**Small Lightning Flash**

Refills the energy bar by 50 points



**Winged Boots**

Speed Burst



**Large Fist**

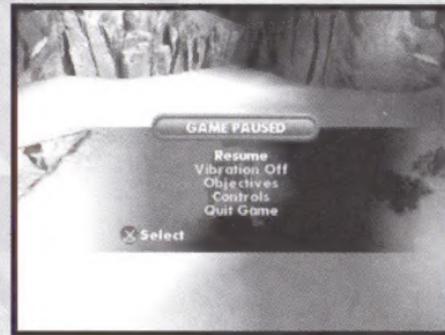
Attacks do 2x damage



**Shield**

Increases your defense

## PAUSING THE GAME



Press the START button at any time to pause the game and view the Pause Menu screen. Use the directional buttons to choose an option, then press the X button. Select RESUME to return to the action, OBJECTIVES to view level objectives, or QUIT LEVEL to exit the level and return to the Hub.

## SAVING AND LOADING A GAME



At the end of each level, you will be given the option to "Continue" or "Save Game." If you choose "Continue," you will move on to the next level. If you select "Save Game," you will be taken to a menu where you can save your game to the MEMORY CARD. The name of the saved game will be the same as the name of the level.

## THE LEVELS

In the 1-Player game, you will move through 7 levels. Each level will take you to a completely different and amazing location, as you travel through time and visit exotic places in history in search of the notorious criminals. You'll race around the wooden decks of pirate ships from an armada in the year 1600, and search prehistoric lands where dinosaurs roamed over 65 million years ago. Hurry! There's no time to waste!



### Level 1: The Path to Silver Hills

Your first stop, Ranger, is the beach below the city of Silver Hills. Climb to the top of the cliffs and try to find your way to the Odd Jobs Shop, but be very careful. Silver Hills is crawling with Cyclobots who are running amok all over the city. You'll have to fight them, as well as a mid-level boss named Brutius, before you face off with the main boss, Barbatron. Fear not, Ranger, you won't really be alone on this first quest. Circuit will pop in once in a while to give you helpful hints along the way and to explain anything new you discover.

Remember to collect the Timepiece Artifact on this level as your first step in unlocking the Quantum Ranger.

## Enemies

- Cyclobots
- Brutius
- Barbatron



## The Hub/Clock Tower

This is your safe haven. The Clock Tower serves as the Rangers' base of operations. You are now ready to receive your first training lesson. One of the maneuvers you will be taught is the first of your special moves. By pressing the R1 button, you will now be able to perform the Ground Thump. Once your training is complete, go to the Hub and climb the Level 2

staircase to the portal that will take you to your next level. Remember, you cannot skip levels, but you can return to a previously completed level in order to get a better time or collect a missed Artifact.

## Level 2: Hostage of Time

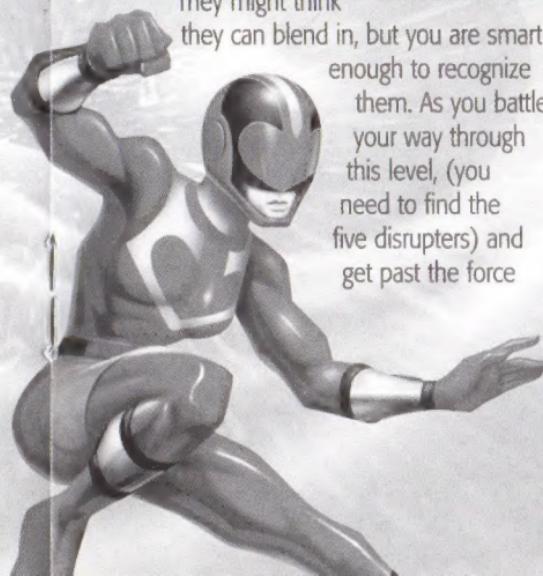
Rescue the Sheriff! Things are mighty suspicious in this Wild West town. It seems the cowboys are not really cowboys — they're Cyclobots in disguise!

They might think they can blend in, but you are smart enough to recognize them. As you battle your way through this level, (you need to find the five disrupters) and get past the force



field that blocks the entrance into a mine. Make your way through the mine, dislodge the boulders in the front of the wagon and follow it back to town. When the wagon stops, you will be in perfect

position to gain access to the rooftops. This is how you will sneak inside the jail to free the Sheriff! If you are very clever, you will be able to find and collect the Gold Sheriff's Badge Artifact.



## Enemies

- Cyclobots
- Cowboys
- Festulous
- Stormwing



### Level 3: Peril on the High Seas

Shiver me timbers! You've got to board a pirate ship in order to recover the stolen Book of Atlantis and rid the galleon of its criminal crew. You begin in the belly of the ship and make your way to the top deck where you fight to defeat the evil captain. Those Cyclobots seem to be very good at disguises, but you know they are not the real crew! Discover various secrets on each deck of the ship, and don't forget to get the lost Book of Atlantis. Use your new special moves!

#### Enemies

- Cyclobots
- Pirates
- Dorsalus
- Pincator



### Level 4: The Dawn of Time

Stop Ransik's daughter, Nadira! She's gone back 65 million years to the beginning of time and plans to reshape the future by meddling with a volcano. There are dinosaurs all around and, of course, Cyclobots disguised as cavemen! You'll really need your special skills to battle these prehistoric opponents! Fight your way through an assortment of hazards and bad guys before finally facing off with Nadira, high up in the mountains. Don't forget to

keep an eye out for the Mosquito Encased in Amber. You'll need every Artifact to unlock the Quantum Ranger. He sure would come in handy right now!

#### Enemies

- Cyclobots
- Cavemen
- Nadira



## Level 5: Midnight

### Castle

Gluto has taken over a medieval castle and he must be stopped! Find a way to lower the drawbridge, sneak in and defeat him. You will have to be very clever to solve the puzzles in this level if you want to reach the main courtyard where Gluto is hiding. Of course, the Cyclobots will try to stop you. You'll recognize them since they are disguised as knights. It will be a huge



challenge to defeat Gargarus, who is very dangerous and will do everything in his power to stop you from reaching Gluto. Collect the Sword of the Sun Artifact, and you'll be able to leave the castle and move into another time.

#### Enemies and Hazards

- Cyclobots
- Knights
- Gargarus
- Gluto



## Level 6: Coliseum of Frax

Now, in ancient Rome, the notorious Frax plots to build his own personal gladiator army. The Time Force team must stop him before he can change history. Cyclobots roam the grounds posing as Roman centurions, as does Hornotaur, who stands in the way of the ultimate challenge with Frax. The first order of business is to collect the discarded mosaic pieces and get to the Coliseum where Frax is waiting. Find the Gladiator Helmet Artifact and move on to your final battle!

#### Enemies and Hazards

- Cyclobots
- Centurions
- Hornotaur
- Frax



### Level 7: The Final Mutation

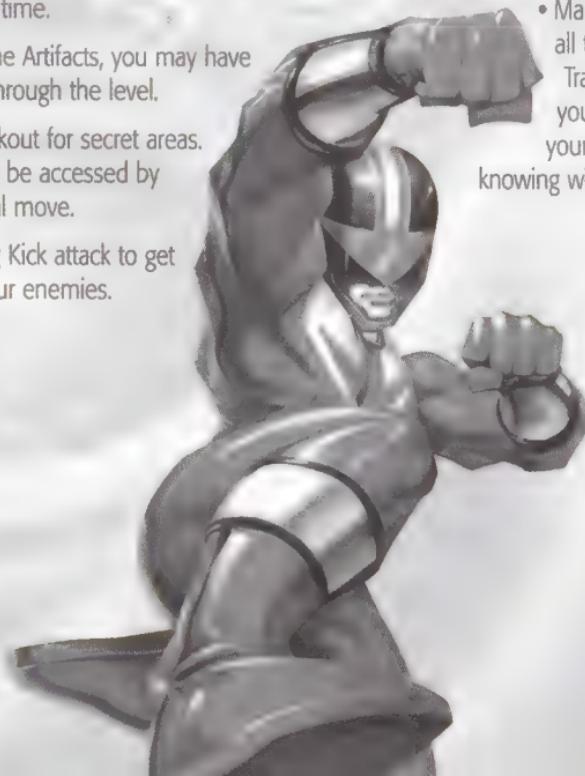
Time warp into the future where the Rangers and Ransik will have their final showdown. With Ransik's minions defeated, his only

choice was to return to the year 3000 A.D. where his mutant henchmen have set up base in an abandoned factory, practically alive with machinery. Here the Rangers face their toughest challenge. They must go in, fight the villains and bring them to justice once and for all. In addition to the Cyclobots, Nadira and Frax are back to try to stop the Rangers from getting to Ransik. This is the challenge you and the Rangers have been training for all along, and you are ready. Get the DNA Resequencer, and you'll have the Quantum Ranger on your team! Now's the time, Power Rangers! Victory is within your reach!

### Enemies and Hazards

- Cyclobots
- Nadira
- Frax
- Ransik

- If you find yourself outnumbered, the Ground Thump is your best bet.
- Collect as many Time Icons as possible to boost your time.
- To collect some Artifacts, you may have to backtrack through the level.
- Be on the lookout for secret areas. They can only be accessed by using a special move.
- Use the Flying Kick attack to get a jump on your enemies.
- In the 2-Player mode, the best way to win rounds is to collect more pick-ups than your opponent.
- Make sure you read all the text in the Training Room or you could find yourself not knowing what to do next.



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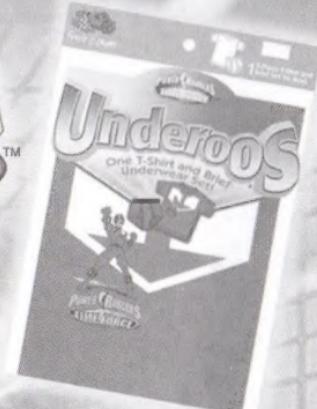
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### Warranty and Service Information

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THQ warrants to the best of THQ's ability to the original consumer purchaser of the Product that the medium on which the Product is recorded shall be free from defects in materials and workmanship for a period of ninety (90) days from the original date of purchase. The Product is sold "as is," without express or implied warranty of any kind, and THQ is not responsible for any losses or damages of any kind resulting from use of this Product. If a defect occurs during this ninety (90) day warranty period, THQ will either repair or replace, at THQ's option, the Product free of charge. In the event that the Product is no longer available, THQ may, in its sole discretion, replace the Product with a Product of comparable value. The original purchaser is entitled to this warranty only if the date of purchase is registered at point of sale or the consumer can demonstrate, to THQ's satisfaction, that the product was purchased within the last ninety (90) days.

### To receive warranty service:

Notify the THQ Customer Service Department of the problem requiring warranty service by calling (818) 880-0456 or on the web at <http://www.thq.com>. If the THQ service technician is unable to solve the problem by phone or on the web via e-mail, he will authorize you to return the Product, at your risk of damage, freight and insurance prepaid by you, together with your dated sales slip or similar proof-of-purchase within the ninety (90) day warranty period to:

**THQ Inc.**  
**Customer Service Department**  
**27801 Agoura Road, Suite 270**  
**Calabasas Hills, CA 91301**

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